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In-Application Programming for the LPC1700

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Document information

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Abstract	This application note briefly demonstrates on how to use the LPC1700's In-Application Programming routines to store data in the on-chip's flash memory.

Revision history

Rev	Date	Description
1	20110501	Initial version.

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1. Introduction

In-Application (IAP) programming performs erase and write operations on the on-chip flash memory as directed by the user application code. IAP routines are located on the LPC1700's boot read only memory (Boot ROM) where it can be easily executed without much overhead. A user application that can erase and write to the on-chip flash, can utilize the flash memory for data storage and in-field application programming updates. The objective of this application note is simply to provide a sample project on how to use the LPC1700's IAP routines. Full details on how to use the IAP routines are found in the LPC1700 user manual in the "Flash memory interface and programming" section.

2. In-Application Programming

This section briefly describes some of the details associated with the In-Application Programming (IAP) routines.

2.1 Flash memory and sector layout

On-chip flash memory on the LPC1700 family is grouped into different number of flash sector arrangements (Fig 1). The amount of flash available to the user is dependent on the particular LPC1700 device. The largest device in the LPC1700 family contains up to 512 kB of flash.

Table 567. Sectors in a LPC17xx device

Sector Number	Sector Size [kB]	Start Address	End Address	32 kB Part	64 kB Part	128 kB Part	256 kB Part	512 kB Part
0	4	0X0000 0000	0X0000 0FFF	x	x	x	x	x
1	4	0X0000 1000	0X0000 1FFF	x	x	x	x	x
2	4	0X0000 2000	0X0000 2FFF	x	x	x	x	x
3	4	0X0000 3000	0X0000 3FFF	x	x	x	x	x
4	4	0X0000 4000	0X0000 4FFF	x	x	x	x	x
5	4	0X0000 5000	0X0000 5FFF	x	x	x	x	x
6	4	0X0000 6000	0X0000 6FFF	x	x	x	x	x
7	4	0X0000 7000	0X0000 7FFF	x	x	x	x	x
8	4	0x0000 8000	0X0000 8FFF		x	x	x	x
9	4	0x0000 9000	0X0000 9FFF		x	x	x	x
10 (0x0A)	4	0x0000 A000	0X0000 AFFF		x	x	x	x
11 (0x0B)	4	0x0000 B000	0X0000 BFFF		x	x	x	x
12 (0x0C)	4	0x0000 C000	0X0000 CFFF		x	x	x	x
13 (0x0D)	4	0x0000 D000	0X0000 DFFF		x	x	x	x
14 (0X0E)	4	0x0000 E000	0X0000 EFFF		x	x	x	x
15 (0x0F)	4	0x0000 F000	0X0000 FFFF		x	x	x	x
16 (0x10)	32	0x0001 0000	0x0001 7FFF			x	x	x
17 (0x11)	32	0x0001 8000	0x0001 FFFF			x	x	x
18 (0x12)	32	0x0002 0000	0x0002 7FFF				x	x
19 (0x13)	32	0x0002 8000	0x0002 FFFF				x	x
20 (0x14)	32	0x0003 0000	0x0003 7FFF				x	x
21 (0x15)	32	0x0003 8000	0x0003 FFFF				x	x
22 (0x16)	32	0x0004 0000	0x0004 7FFF					x
23 (0x17)	32	0x0004 8000	0x0004 FFFF					x
24 (0x18)	32	0x0005 0000	0x0005 7FFF					x
25 (0x19)	32	0x0005 8000	0x0005 FFFF					x
26 (0x1A)	32	0x0006 0000	0x0006 7FFF					x
27 (0x1B)	32	0x0006 8000	0x0006 FFFF					x
28 (0x1C)	32	0x0007 0000	0x0007 7FFF					x
29 (0x1D)	32	0x0007 8000	0x0007 FFFF					x

(1) Sector table taken from the LPC17xx user manual

Fig 1. Sector numbers

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Erase and write operations to the on-chip flash memory are always on a sector-by-sector basis. This means that when any portion of a particular sector needs to be erased or modified, the operation needs to be performed onto the entire flash sector.

Source data to be written into flash must always be located in RAM in order for the write operation to complete successfully. This means that it is not possible write data from one location in flash to another location in flash.

2.2 IAP precautions

This section briefly discusses some items that may require special attention when using IAP commands.

2.2.1 Interrupts

Any accesses to the flash memory must be avoided during write or erase operations. For example, if the Cortex-M3's vector interrupt table is located in flash, all interrupts must be disabled prior to an IAP write or erase routine call.

When using *LPC175x/6x* devices, it is possible to allow interrupts *during* IAP write and erase operations only if both the interrupt vector table and the interrupt service routines are located in RAM. This feature is not available with the *LPC177x/8x* devices as the vector interrupt table is automatically re-mapped to the interrupt vector table located in the on-chip ROM *during* IAP calls; effectively circumventing *any* flash or RAM based interrupt vector table.

2.2.2 Code Read Protection (CRP)

Unlike the ISP commands, IAP commands are not affected by the CRP mechanisms. This allows the end-user application to modify flash memory contents while having the part's security features enabled.

2.2.3 Flashing sector 0

Flashing sector 0 is performed in the same manner as every other flash sector on the microcontroller. However, it is worth mentioning that flash sector 0 includes the:

- Cortex-M3's vectored interrupt table (Located at 0x0)
- Code Read Protection (Located at address 0x2FC)
- Valid user code checksum (Located at address 0x1C)

If writing to this sector, it is up to the user to ensure that those three regions are properly assigned. See the user manual for additional information.

2.2.4 IAP RAM resources

IAP function calls utilize 32 bytes of space in the top portion of the on-chip RAM for execution and up to 128 bytes of stack space. The user program should not use this space if IAP flash programming is permitted in the application.

2.3 IAP routines function list

In-Application Programming consists of several different commands, including those that allow a user application to erase and write to flash memory. A brief list of IAP commands is listed below. Detailed instructions on how to use the IAP commands can be found in the user manual.

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Table 1. IAP commands

IAP Command	Functional description	Precautions
Prepare sector(s) for write operation	Turns off the write protection for the specified flash sectors.	This function must be called prior to executing “Copy RAM to Flash” or “Erase Sector(s)” commands.
Copy RAM to Flash	Performs a write operation from RAM to flash memory.	A flash sector must be prepared for write operation before contents can be written. Ensure no other flash accesses are performed during the copy procedure. Source data must be located in RAM. See IAP precautions
Erase Sector(s)	Erases the contents of the entire flash sector(s). Erased flash sector(s) will read back with all bits set to 1’s.	A flash sector must be prepared for write operation before it can be erased. Ensure no other flash accesses are performed during the erase procedure. See IAP precautions
Blank check sector(s)	Determines if flash sector(s) is(are) erased.	None
Read part identification number	Returns the identification number of a particular part. See the user manual for the specific part identification numbers.	None
Read boot code version number	Returns the boot ROM version number.	None
Read device serial number	Returns the part’s unique serial number.	None
Compare (memory)	Compares memory contents at two locations.	None
Re-invoke ISP	This function call will invoke the ISP routine located on the boot ROM.	Calling this function will remap the boot vectors, enable UART0 and Timer1 and change their PCLK values to CCLK/4. See the user manual for specific details.

2.4 Executing IAP commands

IAP functions are executed out of the on-chip ROM and can be defined in the following manner:

```
1   /* IAP Command Definitions */
2   #defineIAP_CMD_PREPARE_SECTORS          50
3   #defineIAP_CMD_COPY_RAM_TO_FLASH        51
4   #defineIAP_CMD_ERASE_SECTORS            52
5   #defineIAP_CMD_BLANK_CHECK_SECTORS      53
6   #defineIAP_CMD_READ_PART_ID             54
7   #defineIAP_CMD_READ_BOOT_ROM_VERSION    55
8   #defineIAP_CMD_COMPARE                  56
9   #defineIAP_CMD_REINVOKE_ISP             57
10  #defineIAP_CMD_READ_SERIAL_NUMBER       58
11
```


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```
12  /* IAP Command Status Codes */
13  #define IAP_STA_CMD_SUCCESS             0
14  #define IAP_STA_INVALID_COMMAND         1
15  #define IAP_STA_SRC_ADDR_ERROR          2
16  #define IAP_STA_DST_ADDR_ERROR          3
17  #define IAP_STA_SRC_ADDR_NOT_MAPPED     4
18  #define IAP_STA_DST_ADDR_NOT_MAPPED     5
19  #define IAP_STA_COUNT_ERROR             6
20  #define IAP_STA_INVALID_SECTOR          7
21  #define IAP_STA_SECTOR_NOT_BLANK        8
22  #define IAP_STA_SECTOR_NOT_PREPARED_FOR_WRITE_OPERATION 9
23  #define IAP_STA_COMPARE_ERROR           10
24  #define IAP_STA_BUSY                    11
25  #define IAP_STA_INVALD_PARAM            12
26
27  /* IAP boot ROM location and access function */
28  #define IAP_ROM_LOCATION                0x1FFF1FF1UL
29  #define IAP_EXECUTE_CMD(a, b)           ((void (*)())(IAP_ROM_LOCATION))(a, b)
```

Note that the physical location of the IAP routines resides in the ROM address 0x1FFF1FF0. However, due to the Cortex-M instruction architecture, executable Thumb2 instructions needs to be odd and therefore the IAP's ROM location is defined as 0x1FFF1FF1.

To make a function call, the IAP requires two array pointers for its arguments. Each pointer needs to point to a 32-bit unsigned integer array. One array is used to supply command codes and the other facilitates the return of results.

The maximum number for arguments in the command array (`au32Command[]`) and results array (`au32Result[]`) is 5 elements. Once the command array has been filled with the proper command code and arguments the `IAP_EXECUTE_CME(a,b)` macro can be used for easy IAP function calls.

Based on the IAP definitions used above, a simple IAP call can be made as shown below. This function is a wrapper function that returns the part's identification number.

```
30   uint32_t u32IAP_ReadPartID(uint32_t *pu32PartID)
31   {
32        uint32_t au32Result[5];
33        uint32_t au32Command[5];
34
35        au32Command[0] = IAP_CMD_READ_PART_ID;
36
37        IAP_EXECUTE_CMD(au32Command, au32Result);
38
39        *pu32PartID = au32Result[1];
40
41        return au32Result[0];
42  }
```

The complete IAP source code and header definitions are included with the sample application software.

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3. Application example

The included sample project's objective is to simply illustrate on how IAP calls can be used to store data directly into the device's on-chip flash memory. In this case, the data stored is a 16-bit ".bmp" bitmap formatted image which can be easily displayed on the MCB1700's 320x240 LCD screen.

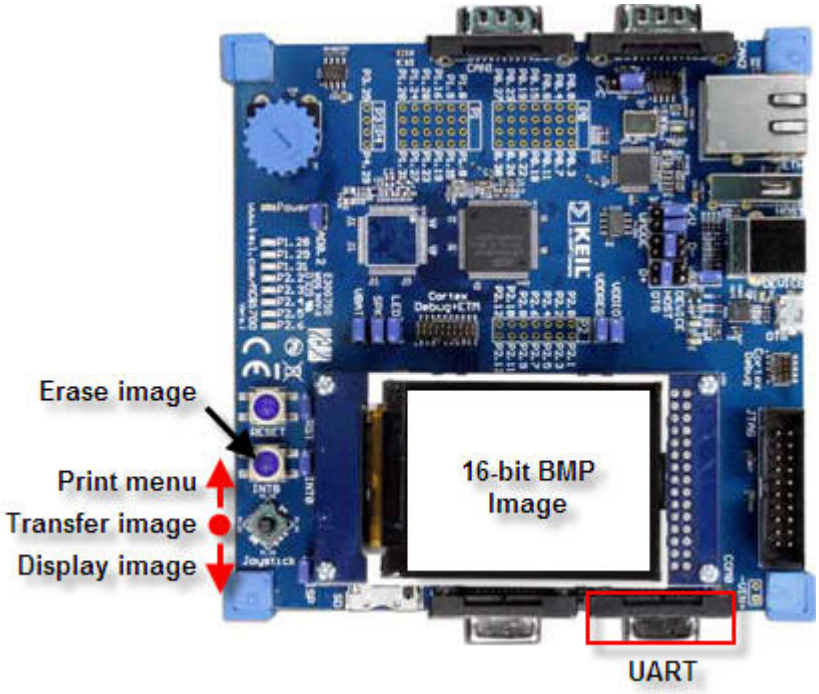

Fig 2. Keil's MCB1700 development board

The project's human interface is shown in Fig 2. It stores an image in the part's on-chip flash which can then be displayed directly onto the graphics LCD. An image is transferred from a workstation to the microcontroller via UART0 and a *XMODEM-1K* client protocol. Any serial terminal that supports the *XMODEM-1K* can be used with the sample application; however, it is recommended to use TeraTerm Pro. By keeping UART0 configured for 115200-N-1, the image transfer is kept short.

3.1 BMP data storage

The sample application's code only uses the lower portion of the flash memory. A portion of the remaining flash is used to store a 16-bit 320x240 BMP image starting at address 0x0001 0000.

$$2bytes \times 320\,pixels \times 240\,pixels = 153600bytes \quad (1)$$

The data portion of the 16-bit ".bmp" file consumes 153600 bytes. A complete ".bmp" bitmap image file however also includes an additional 14 byte meta-data header before the start of the image data.

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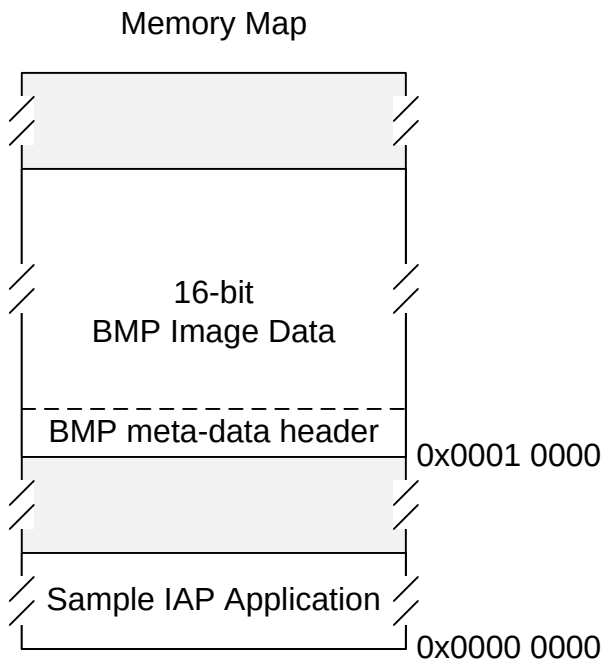

Fig 3. Application memory map

This application uses flash sectors 16 through 20 to view or store an image into the microcontroller. To store an image, the application will use IAP calls to flash data that it has received via the *XMODEM-1K* client directly into flash. To view an image, the application will take the contents stored in flash and transfer it to the graphics LCD.

In order to store a new image, flash sectors containing any existing image needs to be erased.

3.2 Viewing the menu options

Pressing the “UP” button (P1.23) on the joystick will print the:

- Menu options
- IAP boot code version (IAP routine call)
- Part’s identification number (IAP routine call)
- Part’s serial number (IAP routine call)

3.3 Erasing an image

Erasing the image from the microcontroller is done by pressing the “INT0” button (P2.10). To verify that the image is erased, see Displaying an image.

Prior to flashing a new image, the flash storage memory needs to be erased.

3.4 Transferring an image

To initiate the microcontroller’s *XMODEM-1K* client, press the “CENTER” button (P1.20) on the joystick. Before the image can be stored in flash, the flash sectors need to be erased.

Open TeraTerm Pro and configure the serial terminal for 115200-N-1.

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Start the XMODEM transfer by sending a formatted 16-bit ".bmp" file as shown in Fig 4 and Fig 5.

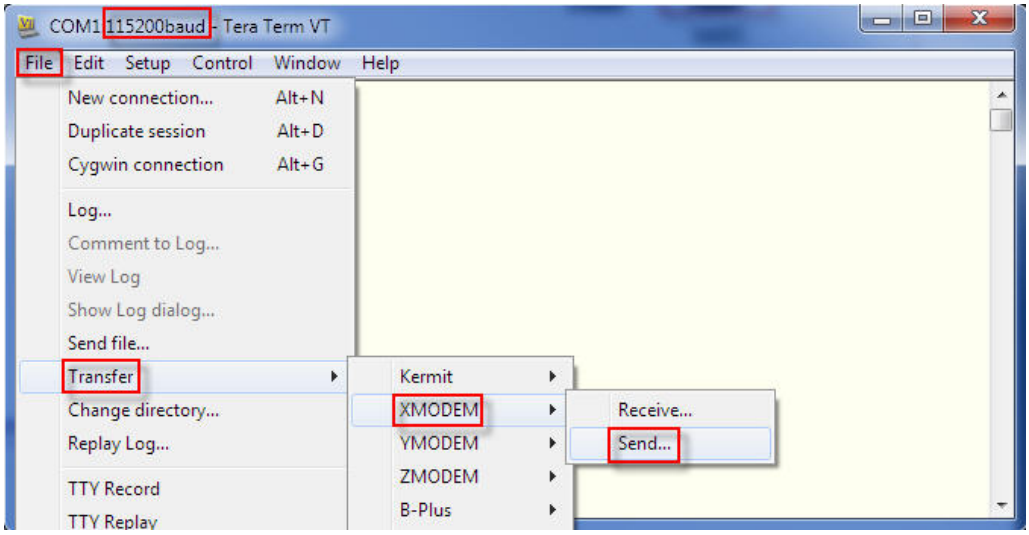

Fig 4. TeraTerm Pro – Selecting XMODEM Send…

Ensure that the XMODEM-1K protocol is selected.

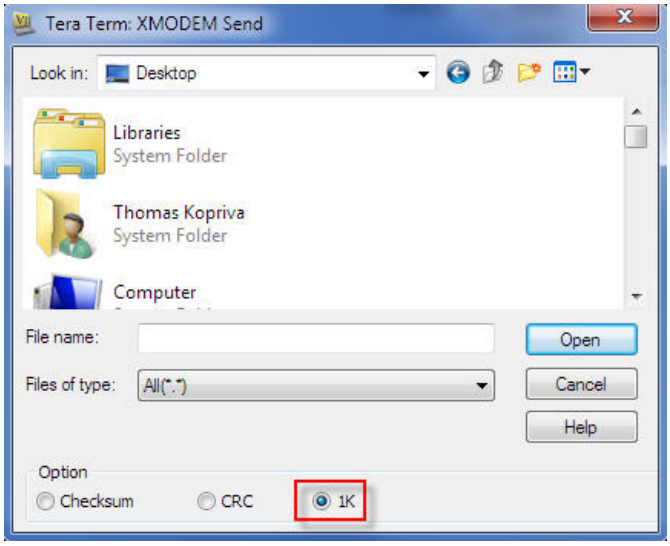

Fig 5. TeraTerm Pro – Selecting 1K mode

For convenience, the application note software bundle includes a few sample images that are already formatted (16-bit 320x240) to be used with the MCB1700's graphics LCD.

Once the image transfer has been completed, the image can be viewed on the graphics LCD. To do this, see the Displaying an image section.

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3.5 Displaying an image

A stored image that is flashed in the microcontroller is displayed onto the graphics LCD when the “DOWN” button (P1.25) on the joystick is pressed. If no image is stored on the microcontroller, the entire graphics LCD will display a white screen (because flash contains all 0xFFFF).

4. Conclusion

The IAP routines available on the LPC1700 provide an easy and simply way to store data for data storage or for program code into flash memory. As these routines are stored on the part’s on-chip ROM, the user application does not require much overhead to utilize the entire chip’s flash memory.

For additional details on how the IAP routines operation, see the LPC1700 user manual.

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